PlayStation

THIS IS FOOTBALL
™

9

FIFPro
FIFPro INTERNATIONAL

SONY

COMPUTER
ENTERTAINMENT

PlayStation®

THIS IS TRUE EMOTION. THIS IS RAW ENERGY.
THIS IS REALITY. THIS IS FOOTBALL.

- Over 230 teams, featuring over 5000 real players with individual playing styles.
- Over 20 authentic tournaments.
- Endorsed by FIFPro, the International Association of Football Players Unions.
- Revolutionary replay system offering fluid animation and unrivalled detail.
- Create custom tournaments and leagues and edit individual player attributes.
- The fastest, most detailed and realistic football simulation ever produced.

"THIS IS FOOTBALL IS THE FIRST FOOTBALL GAME PSM HAS PLAYED THAT EFFORTLESSLY COMBINES ENJOYABLE AND REWARDING GAMEPLAY WITH A HIGH LEVEL OF REALISM ...THIS IS FOOTBALL - PLAIN AND SIMPLE"
Official PlayStation Magazine - September 1999

www.playstation-football.com

1 or 2 Players
Memory Card 1-15 blocks
Multi Tap Adaptable 1~8 Players
⚽=1~5
⚽=6~8
Analog Control Compatible
Vibration Function Compatible
DUAL SHOCK ™

This software is only compatible with hardware displaying " Ⓟ " and PAL

PlayStation

COMPACT disc

For Ages – Pour Ages – Para Años – Für Jahre – Per Anni
3-10 ✓   11-14 ✓
15-17 ✓   18+ ✓
ELSPA

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THIS IS **FOOTBALL**

SCES-01700

PlayStation

PAL

COMPACT disc

FIFPro

SONY

COMPUTER
ENTERTAINMENT

THIS IS FOOTBALL™

A WORD FROM GORDON TAYLOR PRESIDENT OF FIFPRO.

Hello and welcome to THIS IS FOOTBALL.

FIFPro, the federation of international professional footballers unions, takes great pleasure in forging links with Sony Computer Entertainment Europe.

FIFPro aims to support professional footballers on a global scale, allowing them to pursue their careers safe in the knowledge that their best interests are being taken into account. We aim to give the players a united voice, both on the pitch, in the boardroom and even in video games. It is our job to protect the major assets of football - the players.

By collaborating with SCEE, during the development of **THIS IS FOOTBALL**, we have been able to protect the collective interest of professional footballers within the world of video games, enabling *you*, the player, to enjoy the most authentic and realistic football experiences on PlayStation®. This means you can enjoy the most popular sport in the world whilst playing in a virtual team, alongside all of the world's top professionals.

Play the game and you will discover your favourite player on screen and in the edit player section where you can actually change the physical appearance of any player! So, next time your favourite player bleaches his hair, or shaves his head, you can customise it in the game - where unprecedented detail and authenticity is always at your fingertips.

Enjoy the game.

Gordon Taylor.

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the **THIS IS FOOTBALL** disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

PLEASE NOTE:
1. If you have a MEMORY CARD containing previously saved data, it may be auto-loaded on boot-up.
2. Game information is automatically saved to MEMORY CARD on completion of a match. If you want to retain this data, do not remove the MEMORY CARD at any time.
3. All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

USING A MULTI TAP

THIS IS FOOTBALL automatically detects the number of Controllers inserted into your PlayStation®. Up to five players can participate if one Multi Tap is used, up to eight players with two Multi Taps. A Multi Tap should be inserted into Controller port 1 of the Console, and a Controller into Controller port 1-A of the Multi Tap. Any other Controllers should be inserted sequentially into Controller port 1-B, Controller port 1-C etc.

BASIC DEFENSIVE MOVES

NOTE: when in multi-player mode, you can make an off-ball player call for the ball by holding the
R1 button. You can also switch controlled player by pressing the **R2** button.

BLOCK TACKLE	press ✕ button
HOOK TACKLE	press ◯ button
TWO FOOTED SLIDE	press ▢ button
SPRINT	△ button (continuous tap)
CHANGE DEFENSIVE PLAYER	**R2** button
RETAIN PLAYER ORIENTATION	hold **L1** button
GOALIE RUSH OUT	hold **L2** button

So there's the basic control set up, you are now just two button presses from that big
match action.

ADDITIONAL OFFENSIVE MOVES

ONE-TWO	✕ button (double tap)
GIVE AND GO	Tap then hold the ✕ button - then release when ready to return pass
ONE TOUCH PASS	✕ button and directional button as ball approaches target player
STEP-OVER	hold the L1 button to activate step-over and release the L1 button to exit move with a speed burst in any direction
BODY-SWERVE LEFT	L2 button
BODY-SWERVE RIGHT	R2 button
PLACED LOW SHOT	tap □ button
VOLLEY, HEADER, PASS	press pass button and a directional button as ball is in the air
VOLLEY, HEADER, OVERHEAD SHOT	press the □ button and a directional button while ball is in the air
KNOCK AHEAD	hold △ button down (can be performed when standing, running or sprinting)

SPECIAL OFFENSIVE MOVES

NOTE: all moves must be executed while holding down the R1 button.

SHORT THROUGH BALL	✕ button
MEDIUM THROUGH BALL	✕ button (hold)
ONE TOUCH THROUGH BALL	✕ button and appropriate directional button as ball approaches target player
CHIP THROUGH BALL	○ button (tap)
LONG PASS WITH AFTER-TOUCH	hold ○ button then immediately apply after-touch direction
CROSS WITH AFTER-TOUCH	○ button then immediately apply after-touch direction (only works in an auto-crossing zone)
SHOT WITH AFTER-TOUCH	press the ☐ button then immediately apply after-touch direction
DELIBERATE DIVE	L1 button, L2 button and R2 button (hold)
AFTER-TOUCH DIRECTION	left stick / directional buttons, apply after-touch swerve - relative to the direction of ball

SPECIAL FUNCTION DEFENSIVE CONTROLS

NOTE: all moves must be executed while holding down the R1 button.

JUMPING BLOCK	✕ button
DELIBERATE FOUL	☐ button

ADDITIONAL GOALKEEPER CONTROLS

UNDERARM ROLL OUT	tap ✕ button
OVERARM THROW	hold ✕ button
PLACE BALL ON GROUND	△ button
BIG KICK	O button

ADDITIONAL THROW IN CONTROLS

SELECT / DESELECT ONFIELD PLAYER	L2 button
CYCLE THROUGH SELECTABLE PLAYERS	R2 button
TOGGLE CAMERA MODE	L1 button

NOTE: before you can cycle through selectable players to throw the ball to, you must press the L2 button to select an onfield player.

CORNER AND FREE KICK CONTROLS

When taking corners and free-kicks, a semi-transparent arrow is displayed on-screen. The arrow fills to illustrate the power of the kick. Use it to guide the direction of the pass or shot by rotating it with the left stick or the directional buttons. When taking free kicks, the two lines on the arrow replicate the function of the Shot Power Bar lines (described later on in this manual). Before you take the kick, you can toggle the camera mode by pressing the L1 button.

PENALTY CONTROLS

When taking a penalty, use the directional buttons to aim your kick at goal and press the □ button to unleash the shot. When trying to save a penalty kick, use the directional buttons to make the goalkeeper sidestep along his goal-line. Then press the ✕ button in conjunction with a directional button before the penalty-taker kicks the ball.

REPLAY CONTROLS

ROTATE CAMERA	directional buttons or left stick
ANALOG FORWARD /REWIND	right stick
PLAY	✕ button
PAUSE	△ button
FAST REWIND	□ button (hold)
FAST FORWARD	O button (hold)
CAMERA ZOOM-IN	L1 button (hold)
CAMERA ZOOM-OUT	R1 button (hold)
SLOW MOTION REWIND	L2 button (hold)
SLOW MOTION FORWARD	R2 button (hold)
CHANGE CAMERA	SELECT button
FRAME ADVANCE	△ button (tap)
RETURN TO MENU	START button

NOTE: when using the point of view replay camera, use the left and right directional buttons to cycle through individual player views.

GAME SCREEN

Score

Home Team

Away Team

Clock

Player Name
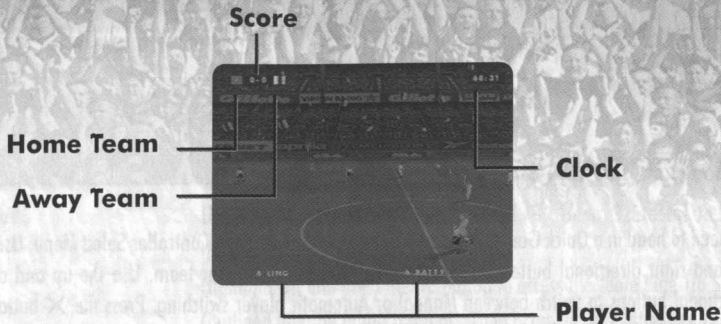
USING MENU SCREENS

Use the directional buttons to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen or menu option, press the △ button.

NOTE: hold down the ✕ button to by pass menu screen commentary.

STARTING THE GAME

Press the ✕ button to bypass the introductory sequence and access the MAIN MENU.

MAIN MENU

QUICK GAME

Go head to head in a Quick Game. The next fixture is displayed on the Controller Select Menu. Use the left and right directional buttons to move the Controller icon to your team. Use the up and down directional buttons to switch between M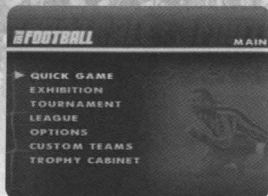anual or Automatic player switching. Press the ✕ button to confirm and launch directly into a new game. You can customise and save your ideal Quick Game in the Customise Quick Game option found within the Options Menu.

NOTE: at this point, up to 8 players may join the game either on the same team or on a combination of both teams. (See USING A MULTI TAP section for more information).

EXHIBITION

So you think Manchester United could beat Brazil?
Here's where you can prove it, as any of the teams that feature in the game can be pitted against any other.
Use the directional buttons to select your team, then press the ✕ button to confirm. Repeat this process for the opposition team to access the Controller Select Menu (explained elsewhere in this manual).

TOURNAMENT

Eight tournaments from around the world await you: seven preset events and one that you can create yourself - the Custom Cup (see below).

CUSTOM CUP

NAME TOURNAMENT	Give your event a name.
CUP FORMAT	Use the X button to choose either League or Knock Out format.
TEAMS	Use the X button to choose either 4, 8, 16 or 32 teams to enter the competition.
OK	Highlight OK and press the X button to access the Team Line-Up Screen (outlined later on in this manual). Then press the X button to access the Team Selection Menu.

LEAGUE STYLE CUSTOM CUP

When you have selected your human controlled team/teams to play in your League Style Custom Cup, it is time to select the other CPU controlled teams that you will compete against.

If you want to play in a tournament populated by random teams highlight OK and press the X button to fill the 'insert team' spaces and then press the X button again to confirm this choice.
To add specific additional teams to your tournament, press the up directional button to highlight the group that is currently selected, press the left and right directional buttons to cycle through the groups.

When you have selected a group that you wish to add a specific team to, press the up directional button to highlight the team select function. Toggle through the team flags and crests using the directional buttons and press the ✕ button to confirm and the chosen team will appear under that group heading.

If at any time you wish to stop adding specific teams and want to populate the remaining 'insert team' spaces with random teams, simply highlight OK and press the ✕ button. Then press the ✕ button again to confirm this choice.

KNOCK OUT STYLE CUSTOM CUP

After you have selected your human controlled team/teams to play in your Knock out style Custom Cup Tournament, it is time to select the other (CPU) controlled teams that you will compete against.

If you want to play in a tournament populated by random teams, highlight OK and press the ✕ button to fill the 'insert team' spaces and then press the ✕ button again to confirm this choice. If, however, you wish to add specific additional teams to your tournament, press the up directional button to highlight the team select function. Toggle through the team flags and crests using the directional buttons and press the ✕ button to confirm.

If at any time you wish to stop adding specific teams and want to populate the remaining insert team spaces with random teams, highlight OK and press the ✕ button. Finally, press the ✕ button again to confirm this choice.

LEAGUE

With a selection of 12 leagues from around the world to participate in, you are never far from an all-important match. Alternatively, create your own leagues with the Custom League facility (see below).

NOTE: the World Soccer League is a multi-player event, consisting of ten international teams. The World Soccer League Challenge is a 1-player event, consisting of three divisions and features promotion and relegation.

CUSTOM LEAGUE

NAME TOURNAMENT	Give your league a name.
LEAGUE FORMAT	Use the ✕ button to choose either One Fixture or Two Fixture format.
TEAMS	Use the ✕ button to choose either 4, 6, 8, 10 or 20 teams to enter the league.
OK	Highlight OK and press the ✕ button to access the Team Selection Screen.

After you have selected your human controlled team/teams to play in your Custom League, you can then select the other (CPU) controlled teams that you will compete against.

If you want to play in a League populated by random teams, highlight OK and press the ✕ button to fill the 'insert team' spaces and then press the ✕ button again to confirm.

However, should you wish to add specific additional teams to your League, press the up directional button to highlight the team select function. Toggle through the team flags and crests using the directional buttons and press the ✕ button to confirm. The chosen team will then appear as a selected League team. Simply repeat this process to add more teams.

If at any time you wish to stop adding specific teams and want to populate the remaining 'insert team' spaces with random teams, highlight the OK button and press the ✕ button. Then press the ✕ button again to confirm this choice.

OPTIONS MENU

MATCH SETTINGS MENU
NOTE: please use the ✕ button to toggle all choices unless otherwise stated.

DIFFICULTY Choose from Amateur, Pro or World Class. Win many of the competitions at Pro or World Class level to unlock brand new features, teams and tournaments.

MATCH LENGTH Choose from 4, 6, 8, 10 or 20 minutes worth of pure footie action per game.

FOULS Choose ON or OFF.

OFFSIDES Choose ON or OFF.

INJURIES	Choose ON or OFF.
REF	The referee can sometimes come in for some unfair criticism for his matchday decisions. Select the kind of ref that you want out in the middle of the park. Choose either Reasonable, Strict or Blind.
DRAW RULING	At the end of the 90 minutes, if the match remains a draw you can choose to have it finish there and then as a Tie, or play 30 minutes Extra Time or have the match decided on a sudden death Golden Goal within the extra time. The decision is yours.

NOTE: when playing certain preset competitions, the Draw Ruling options will be overridden and automatically changed to the competition's appropriate rule - to retain absolute authenticity.

TIME	Set the kick-off time by choosing either Day, Evening, Night or Random.
WEATHER	Select the type of weather you want to play in by choosing either Clear, Overcast, Rain or Random.

GAME SETTINGS MENU

NOTE: please use the ✕ button to toggle all choices unless otherwise stated.

CLOCK Choose ON or OFF.

SCORE Choose ON or OFF.

PLAYER NAMES Choose ON or OFF.

COMMENTARY Choose ON or OFF.

SFX Use the ☐ button to decrease and the ✕ button to increase the SFX volume.

MUSIC Use the ☐ button to decrease and the ✕ button to increase the Music volume.

SOUND Choose either Stereo or Mono.

AUTO REPLAY Choose ON to automatically show a replay each time a goal is scored or OFF to return to the centre circle.

STATISTICS Choose ON or OFF.

CAMERA Choose either Side or Overhead.

POSITION Choose either Near, Normal or Far.

WIDE SCREEN TV	Choose ON or OFF.
VIBRATION	Choose ON or OFF.
RADAR SETTINGS	Press the ✕ button to toggle the radar facility ON or OFF. A sub-menu will then be displayed in which you will be able to customise the on-screen radar.
Far Players	Press the ✕ button to toggle through ON, DIM or OFF.
Radar Scale	Use the ☐ button to decrease and the ✕ button to increase the size of the pitch radar.
Radar Turn	Use the ✕ button to rotate the radar clockwise or the ☐ button to rotate the radar anti-clockwise, until you are happy with its angle on the screen.
Radar Tilt	Use the ✕ button and the ☐ button to tilt the radar.

| **CENTRE SCREEN**	Use the directional buttons to position the screen to your satisfaction. Press the ✕ button to cancel your changes and restore the default screen position. Press the △ button to return to the Game Settings Menu with your changes intact.
SAVE SETTINGS	Use the up and down directional buttons to select which MEMORY CARD slot to save to and then press the ✕ button to confirm your choice. Your game settings will then be automatically saved for future use. Press the ✕ button to return to the Game Settings Menu.
LOAD SETTINGS	Use the up and down directional buttons to select which MEMORY CARD slot to load from and then press the ✕ button to confirm your choice. If previously saved game settings data is present, it will be automatically loaded. Press the ✕ button to return to the Game Settings Menu.

STADIUM MENU

Use the up and down directional buttons to select a stadium in which to play your matches. Press the ✕ button to confirm your choice. Select RANDOM to play in a different stadium every time.
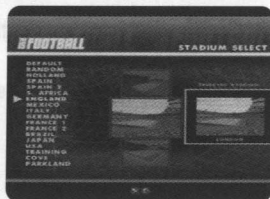
LOAD GAME

Use the up and down directional buttons to select which MEMORY CARD slot to save to. Press the ✕ button to load a previously saved event. The event will continue from the point at which it was last saved.

LOAD REPLAY

Use the up and down directional buttons to select which MEMORY CARD slot to save to. Press the ✕ button to load a previously saved replay.

MANAGEMENT STATS MENU

Use the directional buttons to scroll through the club crests and national flags. For each team, a number of statistics will be displayed on the right-hand side of the screen. The statistics display your management record for each team. Every time you complete a match, the management statistics will be automatically updated.

CUSTOMISE QUICK GAME MENU

Choose the teams that you want to feature every time you play a Quick Game.

Use the directional buttons to highlight Home Team, then press the ✕ button to confirm. Use the directional buttons to scroll through the national flags and club crests, until the team name that you want is displayed. Finally press the ✕ button to confirm your choice. Repeat this process for the Away Team.

The Customise Quick Game Menu also allows you to save this information to MEMORY CARD or load previously saved Quick Game data from MEMORY CARD. Once saved, your Quick Game teams will automatically load from MEMORY CARD each time you play the game.

CUSTOM TEAMS

CUSTOM TEAM OPTIONS

EDIT TEAM   (see Choose Team Category Menu below)

The custom team feature allows you to create brand new teams to play in Custom Tournaments, Custom Leagues and Exhibition matches. It also allows you to customise existing European club teams within the game. You can then take these custom teams to glory in their National League and then on to win the prestigious Euro Super League.

Utilising this feature also means you can make sure your favourite club team is always up to date and keep up with latest signings - you can simply copy a player from another side into your team or create him from scratch.

You can also copy International teams into this Custom feature, and then customise them as much as you wish. However you can only play customised International teams in Custom competitions and Exhibition matches. To maintain absolute realism, when you play in the preset tournaments such as World Cup and Euro Championship, you will only have access to the authentic International squads and kits.

Why not challenge your friends to create their ultimate custom team and then play against them to see which is the best. You can continually improve your team over a period of time as you learn about its strengths and weaknesses - remember you can save these teams to MEMORY CARD, which makes them extremely portable!

LOAD TEAM

Follow the on-screen instructions to load a previously saved team from MEMORY CARD. You can choose which existing club or blank teams to overwrite when loading in a team.

CHOOSE TEAM CATEGORY MENU

Use the up and down directional buttons to select a team database and press the ✕ button to confirm. You can fully customise existing teams from the European leagues or create new teams from scratch by selecting Custom Teams.

To reset a customised team to its original preset form, simply highlight the team and then highlight RESET TEAM TO ORIGINAL and press the ✕ button. Then select YES to confirm this decision.

Choose Custom Team Menu

Use the up and down directional buttons to highlight a team, then press the ✕ button to confirm. The EDIT TEAM function will become highlighted. Press the ✕ button to access the Team Edit Menu.

TEAM EDIT MENU
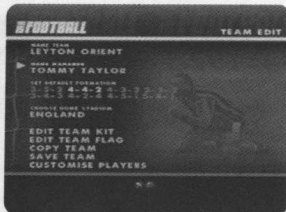
NAME TEAM

You can edit the Team Name via the Name Entry Screen (explained elsewhere in this manual).

NAME MANAGER

You can edit the Manager Name via the Name Entry Screen (explained elsewhere in this manual).

SET DEFAULT FORMATION
Use the X button to scroll through the eight different team formations.

CHOOSE HOME STADIUM
Use the X button to scroll through the various home stadiums.

EDIT TEAM KIT
Use the X button to highlight the various team kit options. Then highlight EDIT DESIGN and press the X button to scroll through the various designs. To change the kit colours, use the up and down directional buttons to move the yellow arrow alongside one of the three colour bars. Press the X button to activate the colour chart in the bottom left-hand corner of the screen. Now use the directional buttons to move the white box around the colour chart and press the X button to confirm the new colour. Press the △ button to return to the Team Edit Menu when you are happy with your kit designs.

EDIT TEAM FLAG
Use the X button to scroll through the various flag designs. To change the flag colours, use the up and down directional buttons to move the yellow arrow alongside one of the three colour bars. Press the X button to activate the colour chart in the bottom left-hand corner of the screen. Now use the directional buttons to move the white box around the colour chart and press the X button to confirm the new colour. Press the △ button to return to the Team Edit Menu when you are happy with your flag design.

COPY TEAM
Use the directional buttons to select an International team to copy to MEMORY CARD, then press the X button to confirm. The following on-screen message will be displayed: Copy this team? Yes No Choose YES and the copy will go through automatically. Press the X button to return to the Team Edit Menu.

SAVE TEAM

You can save your customised team to MEMORY CARD. Use the up and down directional buttons to select which MEMORY CARD slot to save to and then press the ✕ button to confirm your choice. Brand new custom teams overwrite preset blank teams - to play with these in custom competitions and exhibition matches simply access them from the Team Select screen in the Custom Team grouping.

CUSTOMISE PLAYERS

Use the up and down directional buttons to scroll through the player squad list. Press the ✕ button to confirm your choice of player. You can alter each player's name, height and weight, as well as deciding whether they are left footed or right footed. The player in the right-hand window will change shape as you alter his height and weight values - ideal for that instant visual reference as you create the desired build for your player.

EDIT PLAYER STATISTICS

Each outfield player has 20 skill attributes (listed below). The ENERGY AVAILABLE bar allows you to distribute a limited amount of energy to each player's skill attributes. Use the ✕ button to add or the ☐ button to deduct from the energy levels for each attribute. The attribute categories are as follows:

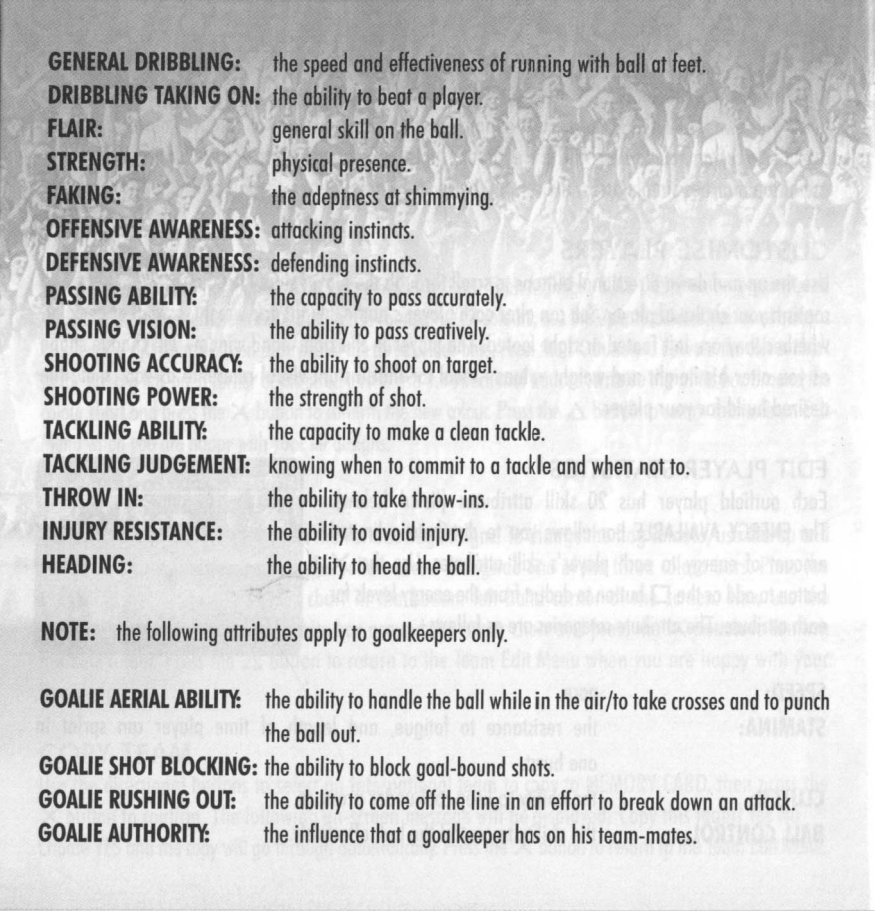|	
SPEED:	pace.
STAMINA:	the resistance to fatigue, and length of time player can sprint in one burst.
CLUTCH:	the ability to keep cool under pressure.
BALL CONTROL:	the ability to control the ball effectively.

GENERAL DRIBBLING: the speed and effectiveness of running with ball at feet.

DRIBBLING TAKING ON: the ability to beat a player.

FLAIR: general skill on the ball.

STRENGTH: physical presence.

FAKING: the adeptness at shimmying.

OFFENSIVE AWARENESS: attacking instincts.

DEFENSIVE AWARENESS: defending instincts.

PASSING ABILITY: the capacity to pass accurately.

PASSING VISION: the ability to pass creatively.

SHOOTING ACCURACY: the ability to shoot on target.

SHOOTING POWER: the strength of shot.

TACKLING ABILITY: the capacity to make a clean tackle.

TACKLING JUDGEMENT: knowing when to commit to a tackle and when not to.

THROW IN: the ability to take throw-ins.

INJURY RESISTANCE: the ability to avoid injury.

HEADING: the ability to head the ball.

NOTE: the following attributes apply to goalkeepers only.

GOALIE AERIAL ABILITY: the ability to handle the ball while in the air/to take crosses and to punch the ball out.

GOALIE SHOT BLOCKING: the ability to block goal-bound shots.

GOALIE RUSHING OUT: the ability to come off the line in an effort to break down an attack.

GOALIE AUTHORITY: the influence that a goalkeeper has on his team-mates.

EDIT PLAYER APPEARANCE

You can customise the appearance of each player by changing the following attributes:

ETHNIC TYPE: choose from white, black, Mediterranean, Asian or olive-skinned.

FACIAL HAIR: choose from no facial hair, stubble or goatee.

FACE TYPE: choose from a variety of numbered face types.

HAIR STYLE: choose from short, long, pony-tail, Afro or bald.

HAIR COLOUR: choose from fair, brown, grey, ginger, black or blonde.

SKIN SHADE: choose from light, medium or dark.

Use the up and down directional buttons to highlight each attribute category and press the ✕ button to toggle through each attribute.

In total there are over 5000 variations of face that you can design, why not create a likeness of yourself and place yourself in your favourite team?

TROPHY CABINET

The Trophy Cabinet screen displays the amount of silverware that you have won. If it is shrouded in darkness that means you have yet to grab any honours, so get back out on the pitch and try that bit harder - there is so much to win.

CONTROLLER SELECT MENU

The next fixture is displayed on the Controller Select Menu. Use the left and right directional buttons to move the controller icon to your team. Use the up and down directional buttons to toggle between Manual and Automatic player switching. Press the ✕ button to confirm and launch directly into a new game.

NOTE: at this point, up to 8 players may join the game either on the same team or on a combination of both teams. (See USING A MULTI TAP section for more information) When every player is ready, the first person to press the ✕ button will launch the new game.

TEAM LINE-UP SCREEN

To alter your starting eleven, use the up and down directional buttons to scroll through the squad and press the ✕ button to select a player. The player's name will then become highlighted. Now move to the player you wish to add and press the ✕ button. Then highlight OK and press the ✕ button to access the Formation and Strategy Screen.

FORMATION AND STRATEGY SCREEN

This menu is divided into three sections: Line-up, Formation and Strategy.

LINE-UP

Use the up and down directional buttons to scroll through the
squad and press the ✗ to select a player. The player's name will
then become highlighted. Repeat this process with his
replacement from within the starting line-up and the two players
will swap positions.

FORMATION

Use the ✗ button to cycle through the eight different team formations. Watch the new formation take
shape in the central team formation / strategy diagram.

STRATEGY

Press the ✗ button to scroll through the strategy choices: Balanced, Attack or Defence. Your team will
then stick to this game plan throughout the match or until you change it via the in-game menu. This
screen offers 24 variations in Formation and Strategy - experiment to find out the configuration that
best suits your chosen team and your playing style.

SAVE TEAM

When you are completely happy with your team selection, strategy and formation, use the SAVE TEAM
function to save all this information. The next time you play with that team, you will be able to access
the Team Line-Up Screen information by choosing LOAD TEAM.

Finally, highlight OK and press the ✗ button to launch directly into a new match.

NAME ENTRY SCREEN

Use the directional buttons to highlight a letter and press the X button to confirm. The letter will then be displayed in the top left-hand corner of the screen. To remove a letter, highlight DELETE and press the X button. To create a space between characters, highlight SPACE then press the X button. To exit the Name Entry Screen, highlight END and press the X button.

IN-GAME MENU

CONTINUE GAME

Press the X button to continue the current game.
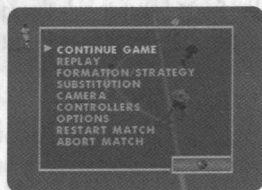
REPLAY

Just scored a scorcher? Did the ball really cross the line? Was that a foul or did he dive? Well, here's where you can view the last few seconds of action in incredible detail and clear up any questions, or bask in the glory of a classy build-up move. To operate the replay function, please refer to the REPLAY CONTROLS section earlier in the manual.

FORMATION / STRATEGY

One goal down? Need to change your formation? Need to rethink your strategy? Here's where you can make those match-winning decisions.

SUBSTITUTION

Use the up and down directional buttons to scroll through the squad and press the ✗ button when you have selected a new player to bring on - this substitute player's name will now be highlighted. Repeat this process with the on field player you wish to take off. A message will be displayed asking whether you are sure you want to make this substitution. Highlight 'YES' and press the ✗ button to confirm your choice.

You can substitute up to three players in any one match. To substitute more than one player at the same time, simply repeat the substitution process outlined above before exiting the Substitution Menu. The substitution(s) will be made at the earliest appropriate opportunity when re-entering the game.

CAMERA

Choose to view the action from six different camera angles.

CONTROLLERS

Want to join the other team midway through a match? Use the left and right directional buttons to move the Controller icon to your new team.

OPTIONS

Press the ✕ button to toggle the Vibration function of the Analog Controller (DUAL SHOCK™) ON or OFF. Highlight Commentary or SFX, then press the ☐ button to decrease or the ✕ button to increase the volume.

RESTART MATCH

You can begin the current game again at any point during the match. The following on-screen message will be displayed: Restart Match? No Yes Use the directional buttons to highlight YES, then press the ✕ button to return to the pre-match warm-up.

ABORT MATCH

Whatever the reason, if you must abandon a match, here's where you can.

POST-MATCH
COMPLETION SCREEN

When playing in a Tournament or League, each match will be followed by a post-match competition screen.

CONTINUE: exit the Post-Match Completion Screen and immediately continue the competition.

PLAYER STATS: view statistics on each of your players from the previous match and also throughout that competition. Use the up and down directional buttons to cycle through your players to view each in turn.

MANAGEMENT STATS: use the directional buttons to cycle through every team in **THIS IS FOOTBALL** and access your performance record as manager.

SAVE PROGRESS: use the up and down directional buttons to select which MEMORY CARD slot to save to and then press the X button to confirm your choice.

QUIT COMPETITION: press the X button to stop your participation in the competition and return to the Main Menu.

PLAYING THE GAME

FATIGUE

If you sense that some of your key players are not as fresh or fast as they should be, they may be suffering from fatigue. Check their fatigue rating in the in-game Substitution Menu. To the left of each player's name, a small yellow grid represents player fatigue. A full grid indicates a fresh footballer, performing to the best of his abilities. As a player tires, the yellow grid will gradually empty. If you think that a player's fatigue is upsetting the balance and effectiveness of the team, it may be a good idea to substitute him with a player whose extra yard of pace might make all the difference.

INJURY

Footballers will occasionally get injured as a consequence of rash tackling. If you notice one of your players limping about the pitch, it is advisable to substitute him immediately. A quick glance at the in-game Substitution Menu will tell you which player needs attention, as a small green and white animating injury icon will appear to the left of the player's number.

TAKING A SHOT

Shooting in **THIS IS FOOTBALL** is very intuitive and you don't have to understand its intricacies to have a great game of football. But for those who want to dig a little deeper into its subtleties, here are the details:

Based on a button press timing system, and in conjunction with the directional buttons, you can determine the height and power of the shot, as well as which lateral goal zone the ball is aimed at.
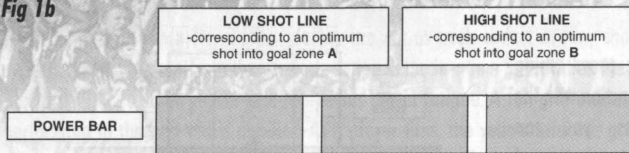

(Fig 1a)
Numbers 1-5 relate to the different Controller directions and the respective lateral zones on the goal face that these directions correspond to. A and B relate to the two specific shot types (see also Fig 1b of the Power Bar below). Shot A is a low driven shot into the lower half of the goal. Shot B is hit with a higher trajectory into the upper part of the net.
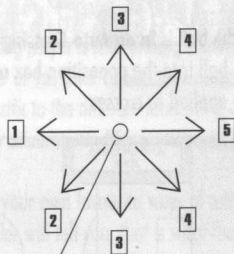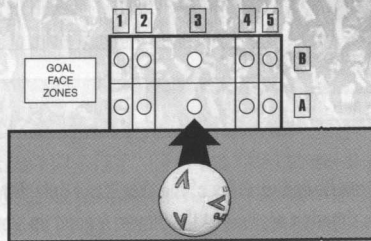
LEFT STICK / DIRECTIONAL BUTTONS AT MOMENT
SHOT BUTTON IS RELEASED

To hit a shot into the extreme top left of the goal (Goal Zone B1), simply press the □ button and the directional button (direction 1 in Fig 1a). The Power Bar (Fig 1b) will be displayed as you shoot. Hold the □ button to fill the Power Bar. Attempt to stop the Power Bar filling as close as possible to the High Shot Line to shoot into Goal Zone B1.

Fig 1b

LOW SHOT LINE
-corresponding to an optimum shot into goal zone **A**

HIGH SHOT LINE
-corresponding to an optimum shot into goal zone **B**

POWER BAR

The effectiveness and accuracy of the shot is not only dictated by skilful aiming and great timing but also by the shooting prowess of the player. A good tip would be to try to get the ball through to your top strikers as often as possible.

If the player with the ball is in an Auto-Crossing Zone (see Fig 1c) in the opposition half, press the ○ button to cross the ball into the opposition box regardless of the direction that the player is travelling. After-touch can be applied to crosses.

Fig 1c

AUTO CROSSING ZONE

AUTO CROSSING ZONE

AUTO CROSSING ZONE

AUTO CROSSING ZONE
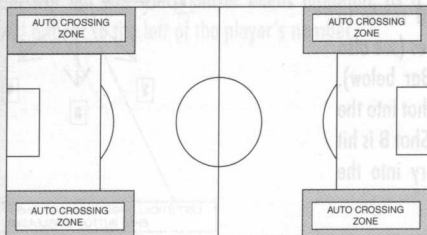
GOAL CELEBRATIONS

When players score in **THIS IS FOOTBALL,** an automatic celebration sequence is played - different teams have different styles of celebration. However, you can override the automatic celebrations if you wish, to create your own customised sequences.

When the celebrating player is running, press the `L1`, `L2`, `R1` and `R2` buttons to make him perform different running celebrations. The `R1` button will make him raise one arm and the `R2` button will make him raise both arms triumphantly. The `L1` and `L2` buttons will perform different types of running animation according to which team you are controlling.

If you press the ✕, ○, ▢ or △ buttons as the celebrating player is still running (before he has started an automatic final celebration), you can dictate the nature of his final celebration move. There are many different final celebration moves in the game - many specific to the different footballing continents. You will find that the using the ✕ button often results in a player celebration which is mimicked by his team mates!

The best advice is to experiment with each team to find your own favourite ways of celebrating goals. For starters though, you have to score - and as every footballer will tell you, that is what the beautiful game is all about - because **THIS IS FOOTBALL**.

GAME CREDITS

THIS IS FOOTBALL was developed by 'Team Soho', a Sony Computer Entertainment Europe internal development team:

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Multi Tap

Plug in two Multi Taps and enough Controllers and up to eight players can team up together or against each other. Why watch from the sidelines when you can be out there on the pitch?

Multi Tap Adaptable
1~8 Players

= 1~5

= 6~8
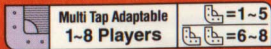
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